

Nate: hey John, i'm just texting to see how you wanna get project 2 done

John: Hey I was about to ask - do you want to use git/github for the project? I started it like a week or two ago but haven't really done anything since

Nate: yeah github sounds great

Nate: let me know when you update it and i'll look at it

John: ok, just updated

John: github.com/jyand/sudokuproject

Nate: okay so I'm writing some of the functions that are unfinished, it seems you've got the framework down so I plan on following that

Nate: is there anything else I should work on?

John: Basically anything you think you can get to work. I was doing the part where you check all the columns in one thread but got a segmentation fault

John: also, what's your github username?

Nate: it's nsorvino

John: Ok just added you as a collaborator

Nate: ok sweet

Nate: I'm working on the functions that check the rows and columns for 1-9 maybe I can get past the seg fault I'll lyk

John: Ok cool

Nate: hey so I wrote up a main.c with everything there including a preset grid and I think it's working

Nate: Let's combine what we both have right now

John: Ok awesome after that I'll work on doing multiple threads

Nate: my version creates 27 threads bc I just did one for each row, column, and subgrid. I think it would be better if we just had 1 thread for rows, 1 for columns, and then keep the 9 for the sub grids

John: Ok sounds good

John: Hey I implemented the input for the sudoku board

John: Also, I changed it so that each row and column check is 1 thread, and each subgrid check is 1 thread, so there are 11 threads total

Nate: Perfect